

IN THE CLAIMS:

Please amend the claims as indicated below by strikeouts, double brackets and/or underlining.

Sub. B' >

1. (currently amended) A fighting video game machine ~~[[for causing]]~~
wherein an enemy character appearing in a game image is displayed at an attacking
position from a viewing point of a simulated camera ~~[[which image is displayed]]~~ on
a monitor ~~[[to launch]]~~ launching ~~an attack at the viewing point of the simulated~~
~~camera while letting a game player standing in a play area prepared before the~~
~~monitor fight back~~, comprising:

A3 a sound control unit for controlling a sound output corresponding to an
attacking ~~[[result]]~~ position ~~[[from]]~~ of the enemy character,

a first and a second sound ~~[[generators]]~~ generator provided in different
positions ~~[[for]]~~ to produce the sound output corresponding to the attacking ~~[[result]]~~
position, and

attacking ~~[[result]]~~ position judging means for judging whether the attacking
~~[[result]]~~ position ~~[[from]]~~ of the enemy character displayed on the monitor is less
or greater than a threshold value of distance from the viewing point of the simulated
camera,

wherein the sound control unit causes a sound ~~[[effect]]~~ to be outputted from the first sound generator when the attacking ~~[[result]]~~ position is greater than the threshold value of distance while causing ~~[[it]]~~ the sound to be outputted from the second sound generator when the attacking ~~[[result]]~~ position is less than the threshold value of distance.

2. (original) A fighting video game machine according to claim 1, wherein the first sound generator is provided in a position distant from the play area and the second sound generator is provided in a position proximate to the play area.

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3. (currently amended) A fighting video game machine according to claim 1, wherein the attack is shooting, the sound control unit causes a hitting sound to be outputted from the first sound generator when the attacking ~~[[result]]~~ position judging means judges that a fired bullet has hit an obstacle displayed before the viewing point of the simulated camera while causing a sound hurtling through the air to be outputted from the second sound generator when the attacking ~~[[result]]~~ position judging means judges that ~~[[it]]~~ the fired bullet has passed beside the viewing point of the simulated camera.

4. (currently amended) A fighting video game machine according to claim 1, wherein the attack is shooting, the sound control unit causes a hitting sound to be

outputted from the first sound generator when the attacking ~~[[result]]~~ position judging means judges that a fired bullet has hit an obstacle displayed at a distance before the viewing point of the simulated camera while causing a hitting sound to be outputted from the second sound generator when the attacking ~~[[result]]~~ position judging means judges that ~~[[it]]~~ the fired bullet has hit an obstacle displayed right before the viewing point of the simulated camera.

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5. (currently amended) A fighting video game machine according to claim 3, wherein the attacking ~~[[result]]~~ position judging means is adapted to judge that the bullet has hit the viewing point of the simulated camera, and the sound control unit causes a target-hitting sound to be outputted from the second sound generator when the attacking ~~[[result]]~~ position judging means makes such a judgment.

6. (currently amended) A fighting video game machine according to claim 1, further comprising a head detecting unit for detecting a position of the head of a game player in the play area along a left-right direction of said fighting video game machine.

7. (currently amended) A fighting video game machine according to claim 6, wherein the second sound generator ~~[[including]]~~ includes two loudspeakers

provided at different respective positions along the left-right direction of the fighting video game machine.

8. (currently amended) A fighting video game machine according to claim 7, wherein the sound control unit controls the outputted sound volumes of the loudspeakers depending upon the detected ~~[[result]]~~ position of ~~[[the]]~~ a head of the player along the left-right direction.

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9. (original) A fighting video game machine according to claim 1, wherein the first sound generator is arranged at a position higher than the monitor while the second sound generator is arranged at a position lower than the monitor.

10. (currently amended) A fighting video game machine according to claim 1, wherein the first sound generator includes a single loudspeaker provided substantially at a central position along a left-right direction of said fighting video game machine and the second sound generator includes a pair of loudspeakers provided above the monitor and left and right sides of the monitor, respectively.

11. (new) A fighting video game machine according to claim 6, further comprising a game control unit for controlling the progress of the game and an

image control unit for performing calculation of coordinates of the enemy characters when viewed from the viewing point of the simulated camera.

12. (new) A fighting video game machine according to claim 11, wherein a head position detected by the head detector is transmitted to the game control unit as the viewing point information of the simulated camera so that the viewing point of the simulated camera is changed as to correspond to the position of the game player's head.

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13. (new) A fighting video game machine according to claim 12, wherein the viewing point of the simulated camera substantially coincides with the eyes of the game player.

14. (new) A fighting video game machine wherein an enemy character appearing in a game image is displayed at an attacking position from a viewing point of a simulated camera on a monitor launching an attack, said fighting video game machine comprising:

a sound control unit for controlling an output of a sound according to an attacking position of the enemy character;

a first sound generator provided at a first position for outputting the sound in accordance with the attacking position;

a second sound generator provided at a second position for outputting the sound in accordance with the attacking position, said first position being more distance from the play area than the second position, and

attacking position judging means for judging whether a distance between an attacked position by the attack of the enemy character displayed on the monitor and the viewing point of the simulated camera is less or greater than a threshold value of distance,

wherein the sound control unit causes a sound to be outputted from the first sound generator when the distance is greater than the threshold value of distance while causing a sound to be outputted from the second sound generator when the distance is less than the threshold value of distance.

15. (new) A fighting video game machine wherein an enemy character appearing in a game image is displayed at an attacking position from a viewing point of a simulated camera on a monitor launching an attack, said fighting video game machine comprising:

a game control unit for controlling progress of the game,

an image control unit for performing calculation of coordinates of the enemy characters when viewed from the viewing point of the simulated camera;

a head detecting unit for detecting a position of a head of a game player in the play area along a left-right direction of said fighting video game machine; a head position detected by the head detector is transmitted to the game control unit as the viewing point information of the simulated camera so that the viewing point of the simulated camera is changed as to correspond to the position of the game player's head;

183 a sound control unit for controlling an output of a sound according to an attacking position from the enemy character;

a first sound generator provided at a first position for outputting the sound in accordance with the attacking position;

a second sound generator provided at a second position for outputting the sound in accordance with the attacking position; said first position being more distant from the play area than the second position, and

attacking position judging means for judging whether a distance between an attacked position by the attack of the enemy character displayed on the monitor and the viewing point of the simulated camera is less than or greater than a threshold value of distance,

A3 wherein the sound control unit causes a sound to be outputted from the first sound generator when the distance is greater than the threshold value of distance while causing a sound to be outputted from the second sound generator when the distance is less than the threshold value of distance.
